

# Psychic DETECTIVE

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For Electronic Arts

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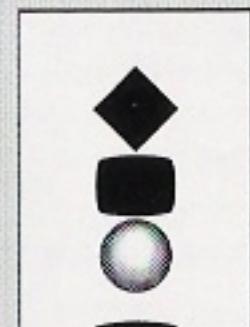
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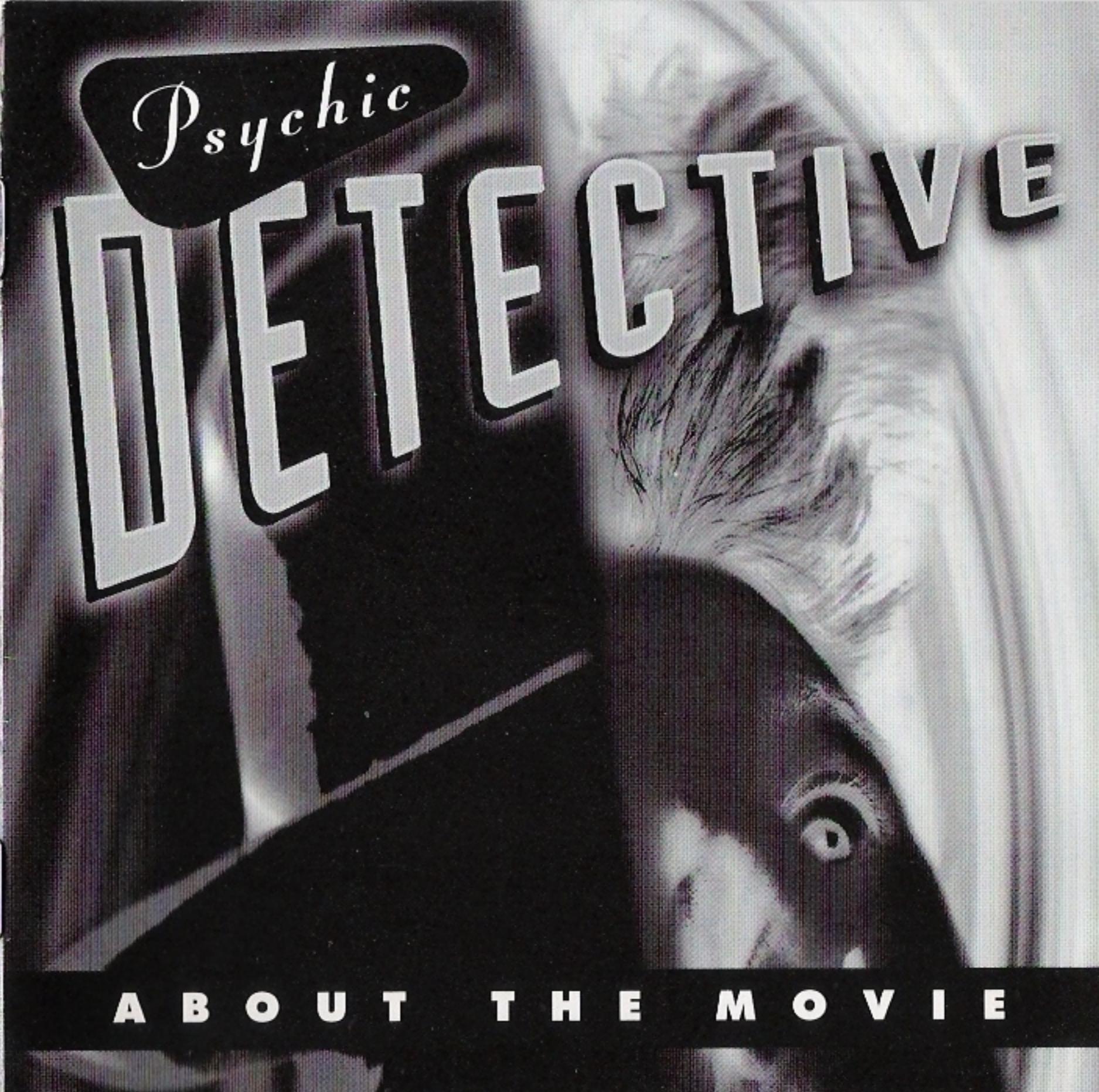
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*Psychic*  
**DETECTIVE**

ABOUT THE MOVIE

# Psychic Detective

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## Psychic Flashes: Tips from the Masters

Just in case your psychic powers are a little weak, here are some insights to help you. All of these "insights" are revealed in the movie (in one form or another). Hard-core psychic sleuths be forewarned: some of these hints may make the game easier to win, and you wouldn't want that, would you? We've listed them from the most obvious to the dead give-aways. Dare ya not to read a one of 'em.

- Everything you need to know will be revealed to you through the dialogue and the psychic images that flash on the screen. After you play through a few times, you'll sense the patterns emerging and you'll know what the images mean.
- Trust your subconscious to figure out the significance of the game pieces in the Black Diamond game.
- Search out explanations of all psychic visions. Crucial insights can be gained.
- Some players feel the need to memorize and map the paths they take. The first few times you play, you may just want to relax and feel the flow of the story—get to know the characters. Once you have a real feel for the story, you'll be amazed at how much you already know.



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- Naturally, the first choice that pops on the screen—a person to transmit, an object to “read,” or an action to take—may not be the best choice, but it takes a special patience to resist all those urges and wait for Eric to come up with some particular opportunities.
- If Eric doesn’t know that someone is in the room, he won’t know they are available to transmit (their icon won’t appear). Just by hopping into the head of a person with a different view of the room gives you access to new transmission opportunities.
- A transmission breaks if you are in the head of a person that approaches Eric. You automatically snap back to Eric’s head. There is one exception—let Madame Tikunov explain it to you.
- Powerful psychics can usually detect when you’re transmitting them; sometimes right away, sometimes not for a while.
- Think about what has happened to the characters in the *current* movie when making your selections for the Black Diamond game. Their physical, mental, and emotional condition is critical to the quality of your power.
- Max can learn your fear if you transmit him too much. This gives him an edge in the psychic battle. But sometimes it’s the only way to get what you need.

- If you use the collector too long or too many times, you get fried. This can weaken you in the psychic battle.
- If you’re in the presence of an activated collector and Max is there too, WATCH OUT! You can get really fried. This, too, can weaken you for the battle to come.
- At the Pause menu, press B to go back to the beginning of the current disc. You will start playing the movie at the same point in the story and under the same conditions as when that disc began.

## The Making of Psychic Detective

### Producer's Note:

As you can see from the following credits list, this was a big project. But it was just as ambitious in its form of collaboration as it was in its scope.

By combining the audiovisual virtuosity of (Colossal)Pictures with EA’s decade of game experience, I knew we would be producing a game unlike any other. I also knew from first-hand experience the perils of putting together teams from different disciplines. Engineers building authoring tools for film makers, editors providing pseudo-code for programmers, everybody adapting their work methods to accommodate new types of colleagues. I won’t say the sailing was all smooth,

# Psychic Detective

but it was very gratifying to see everyone doing the extra work of learning from each other in the service of this project.

The concept of interactive movies is in its infancy. Through the efforts of these kinds of collaborations, we can invent the interactive forms of tomorrow. My thanks go to Drew Takahashi and (Colossal)Pictures for helping make this project a reality.

—Jim Simmons—

## (Colossal)Pictures

(Colossal)Pictures has produced award-winning films in virtually every genre and technique. Besides producing a wide variety of music videos, television commercials, CD-ROM titles, and on-line advertising and navigational systems, they are the creators of MTV's "Liquid Television" and subsequent spin-off series "Aeon Flux", the special effects wizards for *The Right Stuff*, *Top Gun* and *Bram Stoker's Dracula*; and the producers of the animated sequences seen in Oliver Stone's *Natural Born Killers* and Universal's *Tank Girl*. As pioneers in interactive entertainment, Colossal is proud to present *Psychic Detective*, the first original interactive movie shot entirely on location in the San Francisco Bay Area.

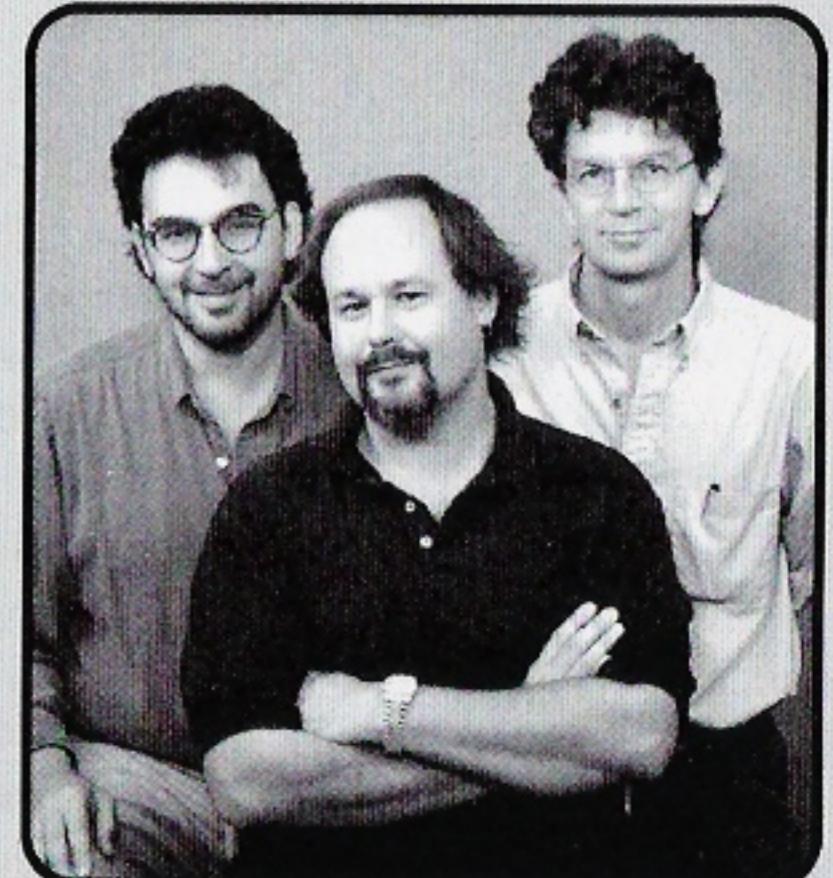
## About the Artists

### Jim Simmons

Jim Simmons has produced interactive entertainment projects for Hasbro Electronics, Warner New Media, Philips Interactive Media, Walt Disney Computer Software, and Electronic Arts.

After studying photography and experimental film at California Institute of the Arts, Jim worked as a newspaper photographer, graphic designer, and motion picture special effects technician. In 1978 he and a partner built the film industry's first PC-controlled optical printer. Following screenwriting graduate studies at Stanford University, Simmons started his first Silicon Valley job—designing games to play with Nolan Bushnell's robotic cats.

PHOTO: ROSALIND DELIGATTI



Michael Kaplan

Jim Simmons

John Sanborn

# Psychic DETECTIVE

## Michael Kaplan

Michael Kaplan has emerged as one of the most inventive writer/designers working in the multimedia community. Apart from the 450 page script for *Psychic Detective*, Michael has contributed much to the burgeoning new technology of interactive software. As a contributor to *Meet MediaBand*, he created the structure and interlocking scenarios for *Undo Me*, an interactive music video which was awarded Grand Prize at the Quicktime Film Festival in 1994.

Michael received a B.A. in English Literature and Playwrighting from Yale University, then spent several years in Hollywood working with his partner, John Levenstein. They formed a creative alliance with Michael Nesmith and became head writers on the ground-breaking NBC series *Television Parts*. Working with "unknown" stand-up comedians, Kaplan shaped short films out of their nightclub routines. The show's alumni include Garry Shandling, Whoopi Goldberg, Jay Leno, Arsenio Hall, Jerry Seinfeld, and Bobcat Goldthwaite.

## John Sanborn

Considered by Vogue Magazine to be "the acknowledged genius" in the field of video art, John Sanborn takes on the innovative task of directing *Psychic Detective*. John is an artist whose range of talent is underscored by his eye for the accessible. The variety of projects and

talent he has worked with illustrates his broad interest and understanding of video exhibition as an art form. He's directed music videos for artists from Van Halen to Grace Jones, worked on "Alive From Off Center," an acclaimed PBS series, created "Infinite Escher" (in High Definition Television) featuring Sean Ono Lennon, and joined forces with musician, composer, producer Todd Rundgren to form NUtopia, a joint venture with NewTek (inventors of the "Video Toaster").

John's work has been broadcast globally on almost all major networks and has been displayed worldwide in forums such as Film Festivals in New York, Berlin, London, and Venice, the Museum of Modern Art, the American Film Institute, the Japanese "Media Art Museum," and many more. Currently his work is available on home video in a collection called "The World of John Sanborn."

In 1994, John Sanborn and Michael Kaplan formed *LaFong*—a creative partnership devoted to writing, directing, and producing the next level of content for new technologies.

## Cast and Crew

### CAST

Laina Pozok: **Beata Pozniak**  
Eric Fox: **Kevin Breznahan**  
Sylvia Bourget: **Marcia Pizzo**  
Max Mirage/Lexi Golitsyn: **Jarion Monroe**  
Monica Pozok: **Zachary Barton**  
Madam Tikunov: **Sharon Lockwood**  
Moki Valdez: **Luis Oropeza**  
Sergei Nosenko: **Eric Beavers**  
Vladimir Pozok: **Rob Nilsson**  
Bouncer: **Steven A. Jones**  
Chad Bitalski: **William Hall**  
Jeanine, the Miragequester: **Allison Chase**  
Bobby, the Bar Patron: **Matt Mengarelli**  
Officer Griggs: **Ralph Peduto**  
Officer O'Brien: **Tony Haney**  
Exotic Dancer: **Meaghan Gannett**  
Pawnshop Owner: **David E. Kazanjian**  
Skateboard Kid: **Darrin Lee Roe**  
Bag Lady: **Adele Proom**  
Anna Slaznowicz: **Monica Baber**

Cleaner: **Michael Halton**  
Cleaner's Partner: **Ross Martineau**  
Courier: **J. Stephen Coyle**  
Delivery Man: **Robert Ernst**  
Bag Man: **Ben Gardner**  
Male Reporter: **Paul Ghiringhelli**  
Female Reporter: **Megan Dodds**  
Drunk Inmate: **Scott Beach**  
Miragequester: **Alysoun Quinby**  
Karelian Woman: **Michelle McHall**  
Mansion Guests: **Eileen Finn, Holly Laddia, Leroy Kopp III, Mary Mackey, Blake Torney**  
Waiters: **Greg Cala, Ron Kaell**  
Arabian Sheik: **Dennis Poppolardo**  
Hong Kong Businessman: **Peter Soe**  
Macho Woman: **Kristen Kuehn**  
Trio of Musicians: **Peter Divono, Robert Garver, Norbert Stachel**  
Brick Guests: **Erin Campion, Kathleen Dunne, Paula Edwards, Lygia Serra, Julie Taylor, Michael Crate, Scott McClain, Ron Rogge, Chip**

**Wasson, Jon Scaman**  
Little Lexi: **Oliver Kane**  
Eric's Father: **David Rosenthal**  
Little Eric: **Ian Conklin**  
Little Laina: **Amber Joy Smith**  
Lexi's Mom: **Bronwyn Smith**  
Anna's Little Brother: **David Bills**  
Eric's Mom: **Kathleen Turco-Lyon**  
Little Monica: **Alicia Jamarillo**  
Little Anna: **Megan Doherty-Baker**  
Man with Pocket Watch: **Scott Devenney**  
Laina's Mother: **Jeanne Peters**  
Customer: **Diane Washington-Shepard**  
Dog Walker: **Bob Sibilia**  
Old Man: **Sheldon Tromberg**  
Parking Attendant: **Don Rosenberg**  
Stranger: **Joe Peer**  
Kid Scaring Moki: **Ryan Ashford**  
Lounge Audience: **James Cotton, Karen Jennings-Bauer, Bill Jones, Ramona Scott, Jerry Mark**  
Pedestrians: **Carol Hodges, Lisa Sarrail, Ken Steimetz, Eddie Jesse, Johnetta Shearer, Wesley Watkins, Ed Hanson, Becky Roy, William Boyd**  
Jailer: **Brian Danker**  
Jogger: **Jennifer Okabe**

People Staring: **Gary Pettinger, Elaine Thomas**  
Miragequesters: **Colin Andrews, Steve Bakunas, Michael Bellino, Dan Belzer, Dena Bikerstaffe**  
Myki the Dog: **Mykonos Phelan-McKee**

WRITER  
**Michael Kaplan**

PRODUCTION  
(Colossal)Pictures  
in association with  
**Electronic Arts Productions, Inc.**

Director: **John Sanborn**  
Producers: **Don Howe, Sally Bentley**  
Assistant Director: **Michael Kitchens**  
Director of Photography: **Skip Sweeney**  
Camera Assistant: **Hrafnhildur Gunnarsdottir**  
Lighting Director: **Darrell Flowers**  
Production Manager: **Kelly Courtney**  
Script Supervisor: **Mindy Rodman**  
Production Coordinator: **Eileen McKee**  
2nd AD: **Paul Lowe**  
2nd 2nd AD: **Curt Butz**

# Psyche DETECTIVE

Key Grip: James Childers, Hue Freeman  
Best Boy: Paul Meise  
Grip: Joe Victoria, Bruce Thompson  
Utility: Phil Stockton, Michael Knight, Joel Bach, Paul Scherman  
Grip Truck Drivers: Luke Hock, Jimmy Stewart, Bruce Jones  
VTR: Mia Lor Houlberg  
Sound: Steve Balliet  
Boom Operator: Reed Maidenberg  
Locations Manager: Laurie Noll  
SF Casting: Nancy Hayes Casting  
LA Casting: Nicole Arbusto & Helen Joy Dickson  
Background Casting: Wesley Watkins  
Production Design: Sterling Storm  
Set Decorator: Bill McGirr  
Set Dressing: Kim Nies, Suzy Skaggs  
Make-Up Artist: Steve Anderson  
Hair Stylist: Pamela Harris  
Makeup Assistant: Richard Battle, Marianna Defina  
Prop Master: Craig Patterson  
Wardrobe Mistress: Carolyn Tyler  
Dancer's Costume: Jennifer Jensen  
Property Assistants: Scott Barrett,

Dean Zingus, Liz Campana, Art Assistants: Wendi Lynd, Sue Chan  
Wardrobe Assistants: Kathleen Blake, Stephanie Schneider, Casandra Carpenter, Esmerelda Kent, Ashley Gibbs  
Weapons & Effects: Bill Curtain  
Pyrotechnics: T. Hunter McCann  
Still Photographer: Melissa Mullin  
Production Assistants: Mary Mathaisell, Joel Bach, Guy Coussement, Doug Kieffer, Darius Milne, Cheyenne Milne, Deborah Phelan, Peter West, Sherry Russell, Bruce Ready, Van Kindel, Dianne Child  
Production Accountant: Sue Long  
Craft Service: Jennifer Long  
Stage Facility: Studio (Colossal)  
Stage Managers: Tim Lloyd, Ruben O'Malley, Michael Hardwick  
Set Construction: Scene II  
On-Set Construction: Dean Zingus  
Art Assistant: Sean Hennessey  
Russian Translator: Lena Piselskaia  
Motorhome Drivers: Mark Fraizer, Jerry Winston, Rosie Malley

Talent Wrangler: Stacy Holmes  
Welfare: Renie Guimond, Donnell Barnes  
Security: C&F Motion Picture Security  
Logo Design: Michael Brunsfeld  
Storyboard Artist: Tom Holloway  
Video Equipment: Video Free America  
Caterer: Zocalo  
Neon Art: Aargon Neon  
Collector Fabrication: James Belvins  
Limousine: Courtesy-A Chauffeured Limousine  
Black Diamond Vortex Art: Andrew Guevara  
Miragequest Signs: Landmark Signs  
Photo Prints: Skylab  
Photo Blow Ups: Blow Up Lab  
Hotel Accommodations: Hotel Prescott  
Motorhome Rental: Swift-Leslie  
CW1: Ed Souza  
Prop Autos: Atlas Auto Rental  
Production Truck: Ranahan Rents  
Automobile Rental: Bay Area Rental  
Travel Agent: Valle Travel Service  
Walkies: Brickley

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Davies, Thomas, Condiotti Grip & Lighting  
Falore Chrysler  
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Susan Hoffman  
Leslie Simmons  
  
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Technical Support: Skip Sweeney, Larry Repp  
Post Production Supervisors: Shawn Cuddy, Sally Bentley  
Authoring: John Sanborn  
Composer: Pat Gleeson  
Sound Designer: Jeff Roth